

COMPLETE INVESTIGATOR



The Definitive
Occult, Monster-Hunting Class
by Mage Hand Press



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ON THE COVER

Moniek Schilder depicts a fearless (or perhaps clueless) Investigator plunging into the depths of an ancient temple to meet a myriad of supernatural foes.

Disclaimer: Contains no information of vests or gators, nor gators in vests. We also don't recommend investing in gators. However, it might be worth investigating vests and gators, or gators in vests

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CORE INVESTIGATOR TRAITS

Primary Ability	Dexterity and Intelligence
Hit Point Die	D8 per Investigator level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 3: Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, Stealth, Sleight of Hand, and Religion
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Rapier, Heavy Crossbow, 20 Bolts, Crossbow Bolt Case, Dungeoneer's Pack, and 17 GP; or (B) 120 GP

Supernatural detectives and monster slayers, Investigators are always on the hunt for malevolent outsiders. Whenever evil seeps into the world—be it Fiends, Undead, or strange Aberrations from beyond the stars—Investigators will be the first to locate them and banish their foul corruption from the mortal plane.

PARANORMAL INVESTIGATORS

There are forces more ancient than time, foes more sinister than the foulest men, and beings more titanic than gods. Investigators risk their lives and psyches to protect the world from supernatural threats, unraveling the mysteries of one werewolf or demonic cult at a time. Their investigations are never ending, for victory only delays doomsday another night.

EXORCISTS AND OCCULTISTS

To give themselves an edge against supernatural threats, Investigators dabble in forbidden magic themselves. Prepared Investigators keep a well-stocked grimoire of rituals, incantations, and notes on the powers and weaknesses of monsters—everything needed to level the playing field. Even so, an Investigator's occupation is perilous. A grimoire might spell out a vampire's fear of sunlight and aversion to silver, but it does little to hinder their fangs.

BECOMING AN INVESTIGATOR...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Investigator Traits table.
- Gain the Investigator's level 1 features, which are listed in the Investigator Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Investigator Traits table: Hit Point Die, proficiency in one skill of your choice from the Investigator's skill list, proficiency with Martial Weapons, and training with Light Armor.
- Gain the Investigator's level 1 features, which are listed in the Investigator Features table



INVESTIGATOR FEATURES

Level	Proficiency Bonus	Features	Ritual Level	Rushed Incantation	Finisher	Trinkets
1	+2	Ritualist, Weapon Mastery	1	—	—	—
2	+2	Expertise, Finisher, Rushed Incantation	1	3	1d8	—
3	+2	Investigator Subclass, Trinkets	2	4	1d8	2
4	+2	Ability Score Improvement	2	4	1d8	2
5	+3	Exploit Weakness	3	5	1d8	3
6	+3	Subclass feature	3	5	1d8	3
7	+3	Holy Trinkets	4	6	1d8	3
8	+3	Ability Score Improvement	4	6	1d8	3
9	+4	Expertise	5	7	1d8	4
10	+4	Subclass feature	5	7	1d8	4
11	+4	Improved Finisher	6	7	2d8	4
12	+4	Ability Score Improvement	6	8	2d8	4
13	+5	Enigma Arcane	6	8	2d8	5
14	+5	Subclass feature	6	8	2d8	5
15	+5	Enigma Arcane	6	9	2d8	5
16	+5	Ability Score Improvement	6	9	2d8	5
17	+6	Enigma Arcane, Improved Finisher	6	9	3d8	6
18	+6	Supernatural Resolve	6	10	3d8	6
19	+6	Epic Boon	6	10	3d8	6
20	+6	Spellbinder	6	10	3d8	6

INVESTIGATOR CLASS FEATURES

As an Investigator, you gain the following class features when you reach the specified Investigator levels. These features are listed in the Investigator Features table.

LEVEL 1: RITUALIST

You have learned to cast Rituals to overcome supernatural threats.

Grimoire. Your Rituals are recorded in a grimoire, a tiny object that weighs 3 pounds and contains 100 pages. You determine the grimoire's appearance and materials.

The grimoire starts with four level 1 Investigator spells of your choice. *Detect Magic*, *Heroism*, *Memorize*, and *Transient Bulwark* are recommended.

Whenever you gain an Investigator level, you can add two Investigator spells of your choice to your grimoire. The Ritual Level column on the Investigator Feature table shows the maximum level of a spell you can add to your grimoire.

Ritual Casting. You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your grimoire. You must read from the book to cast a spell in this way. You can't cast spells that are in your grimoire except as Rituals, unless you've learned them by other means.

EXPANDING AND REPLACING A GRIMOIRE

The spells you add to your grimoire represent research into occult and supernatural threats, but you might find other spells during your adventures that you can add to your grimoire.

Copying a Spell into the Grimoire. When you find a level 1+ Investigator spell, you can copy it into your grimoire if it's of an eligible level and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP.

Copying the Grimoire. You can copy a spell from your grimoire into another book. This is like copying a new spell into your grimoire but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your grimoire, you can recall from memory a number of spells equal to your Investigator level and use the same procedure to transcribe the spells into a new grimoire. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many Investigators keep a backup grimoire.

Bonus Rituals. You can treat specific spells as if they have the Ritual tag, allowing you to add them to your grimoire and cast them as Rituals. These spells are marked in the Investigator Spells list.

Spellcasting Ability. Intelligence is your spellcasting ability for your Investigator spells.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Rapiers and Heavy Crossbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

LEVEL 2: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice. Arcana and Investigation are recommended if you have proficiency in them.

At Investigator level 9, you gain Expertise in two more of your skill proficiencies of your choice.

LEVEL 2: FINISHER

Once per turn when you deal damage with a weapon to a creature that is Bloodied, you can deal an extra 1d8 damage to the target. The damage is the same type as the damage dealt by the weapon.

This damage increases as you gain Investigator levels, as shown in the Finisher column of the Investigator Features table.

LEVEL 2: RUSHED INCANTATION

You can hastily perform any spell in your grimoire that has a casting time of an action or Bonus Action, casting the spell as a Bonus Action. You can cast it without Material components unless the components have a cost of 100+ GP specified by the spell.

You can use this feature three times. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Investigator levels, as shown in the Rushed Incantation column of the Investigator Features table.

LEVEL 3: INVESTIGATOR SUBCLASS

You gain an Investigator subclass of your choice. A subclass is a specialization that grants you features at certain Investigator levels. For the rest of your career, you gain each of your subclass's features that are of your Investigator level or lower.

LEVEL 3: TRINKETS

Your subclass grants you a number of supernatural trinkets to aid you in defeating supernatural threats and unraveling mysteries. You can use this feature twice, activating one of your trinket options each time you use it. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Investigator levels, as shown in the Trinkets column of the Investigator Features table.



LEVEL 4: ABILITY

SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Investigator levels 8, 12, and 16.

LEVEL 5: EXPLOIT WEAKNESS

Once per turn when you deal damage to a creature with an attack using a weapon, you can target the creature where it is most vulnerable to gain the following benefits.

Damage Vulnerability. Choose one damage type dealt by the attack. The target has Vulnerability to the chosen damage type for this attack. Vulnerability from this feature doesn't double extra damage from spells (such as *Hunter's Mark*) or features from other classes (such as the Rogue's Sneak Attack). The Vulnerability doesn't apply to this attack if the target has Immunity to the chosen damage type.

Disrupt Resistance. If the target has Resistance to one or more damage types, it loses these Resistances until the start of your next turn, including against the damage of the triggering attack.

LEVEL 7: HOLY TRINKETS

You keep a wide array of Holy Symbols and blessed items on your person, even if you aren't particularly pious. You can use the following trinkets (expending a use of your Trinkets to do so).

Amulet of Warding. As a Bonus Action, you place a divine ward on a creature of your choice within 60 feet of you. Until the start of your next turn, the warded creature gains a bonus to AC and saving throws equal to your Intelligence modifier (minimum of +1).

Restorative Ankh. As a Bonus Action, a creature of your choice within 60 feet of you regains Hit Points equal to your Investigator level plus your Intelligence modifier.

Rune of Banishment. As a Bonus Action, choose one creature you can see within 60 feet of you. The creature must succeed on a Charisma saving throw against your spell save DC or be banished to a harmless location in the Ethereal Plane. While banished, the target has the Incapacitated condition and its Speed is 0. At the start of your next turn, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

LEVEL 11: IMPROVED FINISHER

When you take the Attack action on your turn, you can use your Finisher on a creature that isn't Bloodied, dealing only an extra 1d8 damage to the target.

At Investigator level 17, this damage increases to 2d8.

LEVEL 13: ENIGMA ARCANE

You learn a secret that unlocks potent arcane magic. You gain the ability to cast a level 7 spell, and discover additional secrets when you reach certain Investigator levels.

Level 7 Spell. You can cast one of the following spells without a spell slot and regain the ability to do so when you finish a Long Rest: *Mirage Arcane*, *Plane Shift*, *Reverse Gravity*, *Sequester*, or *Teleport*.

Level 8 Spell. At Investigator level 15, you can also cast one of the following spells without a spell slot and regain the ability to do so when you finish a Long Rest: *Antimagic Field*, *Glibness*, *Maze*, or *Mind Blank*.

Level 9 Spell. At Investigator level 17, you can also cast one of the following spells without a spell slot and regain the ability to do so when you finish a Long Rest: *Astral Projection*, *Gate*, or *Weird*.

LEVEL 18: SUPERNATURAL RESOLVE

You have Advantage on saving throws against spells and other magical effects unless you have the Incapacitated condition.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: SPELLBINDER

Choose 5 Investigator spells in your grimoire of levels 1–3 that have a casting time of an action or Bonus Action. You can use Rushed Incantation to cast the chosen spells without expending a use of the feature, and you don't need to read from your grimoire to cast them.

Whenever you finish a Long Rest, you can replace one of those spells with another spell in your grimoire.

INVESTIGATOR SPELL LIST

This section presents the Investigator spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. New spells are marked with an asterisk (*). In the Special column, C means the spell requires Concentration, R means it's a Ritual, (R) means you treat the spell as if it has the Ritual tag, and M means it requires a specific Material component.

LEVEL 1 INVESTIGATOR SPELLS

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Blood Print*</i>	Necromancy	R
<i>Clue*</i>	Divination	(R)
<i>Comprehend Languages</i>	Divination	R
<i>Consecrated Armor*</i>	Abjuration	(R)
<i>Detect Evil and Good</i>	Divination	C, (R)
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	(R)
<i>Find Familiar</i>	Conjuration	C, R, M
<i>Floating Disc</i>	Conjuration	R
<i>Fog Cloud</i>	Conjuration	C, (R)
<i>Heroism</i>	Enchantment	C, (R)
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Memorize*</i>	Enchantment	(R), M
<i>Protection from Evil and Good</i>	Abjuration	C, (R), M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Rumor*</i>	Enchantment	(R)
<i>Speak with Animals</i>	Divination	(R)
<i>Transient Bulwark*</i>	Abjuration	(R), M
<i>Unseen Servant</i>	Conjuration	R

LEVEL 2 INVESTIGATOR SPELLS

Spell	School	Special
<i>Animal Messenger</i>	Enchantment	R
<i>Arcane Lock</i>	Abjuration	(R), M
<i>Arcanist's Magic Aura</i>	Illusion	(R)
<i>Augury</i>	Divination	(R), M
<i>Curse Ward*</i>	Abjuration	(R)
<i>Darkness</i>	Evocation	C, (R)
<i>Darkvision</i>	Transmutation	(R)
<i>Gentle Repose</i>	Necromancy	R, (M)
<i>Jethro's Instant Reload*</i>	Conjuration	(R)
<i>Knock</i>	Transmutation	(R)
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C, (R)
<i>Magic Mouth</i>	Illusion	R, M
<i>Nondescript*</i>	Illusion	C, (R)

<i>Protection from Poison</i>	Abjuration	(R)
<i>Protect Threshold*</i>	Abjuration	R
<i>See Invisibility</i>	Divination	(R)
<i>Silence</i>	Illusion	C, (R)
<i>Spider Climb</i>	Transmutation	C, (R)
<i>Zone of Truth</i>	Enchantment	(R)

LEVEL 3 INVESTIGATOR SPELLS

Spell	School	Special
<i>After Image*</i>	Illusion	(R), M
<i>Benign Dismemberment*</i>	Necromancy	R
<i>Clairvoyance</i>	Divination	C, (R), M
<i>Create Food and Water</i>	Conjuration	(R)
<i>Daylight</i>	Evocation	(R)
<i>Dispel Magic</i>	Abjuration	(R)
<i>Fly</i>	Transmutation	C, (R)
<i>Magic Circle</i>	Abjuration	(R), M
<i>Meld into Stone</i>	Transmutation	R
<i>Nondetection</i>	Abjuration	(R), M
<i>Phantom Steed</i>	Illusion	R
<i>Remove Curse</i>	Abjuration	(R)
<i>Séance*</i>	Necromancy	(R)
<i>Sending</i>	Divination	(R)
<i>Speak with Dead</i>	Necromancy	(R)
<i>Speak with Plants</i>	Transmutation	(R)
<i>Tongues</i>	Divination	(R)
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R

LEVEL 4 INVESTIGATOR SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C, (R)
<i>Dire Warning*</i>	Divination	(R)
<i>Divination</i>	Divination	R, M
<i>Invisibility Purge*</i>	Illusion	(R)
<i>Locate Creature</i>	Divination	C, (R)
<i>Private Sanctum</i>	Abjuration	(R)
<i>Scrutinize Foe*</i>	Divination	(R)
<i>Secret Chest</i>	Conjuration	(R), M
<i>Zero Gravity*</i>	Transmutation	C, (R)

LEVEL 5 INVESTIGATOR SPELLS

Spell	School	Special
<i>Commune</i>	Divination	R
<i>Commune with Nature</i>	Divination	R
<i>Contact Other Plane</i>	Divination	R
<i>Dream</i>	Illusion	(R)
<i>Geas</i>	Enchantment	(R)
<i>Legend Lore</i>	Divination	(R), M
<i>Planar Binding</i>	Abjuration	(R), M
<i>Telepathic Bond</i>	Divination	(R)

LEVEL 6 INVESTIGATOR SPELLS

Spell	School	Special
<i>Find the Path</i>	Divination	C, (R), M
<i>Forbiddance</i>	Abjuration	(R), M
<i>Game of Fate*</i>	Enchantment	(R)
<i>Instant Summons</i>	Conjuration	R, M



INVESTIGATOR SUBCLASSES

An Investigator subclass is a specialization that grants you features at certain levels, as specified in the subclass.

ANTIQUARIAN

Wield a Museum's Worth of Powerful Arcane Trinkets

Festooned with magical trinkets from every corner of the globe, Antiquarians have a tool for every occasion: silver arrowheads for lycanthropes, heartwood stakes for vampires, blessed relics for fiends, and so on. As they expand their collections from piles of trinkets to veritable museums, they become adept historians and arcanists, familiar with the stories of every magic item in their care, as well as how to use them in dire situations.

LEVEL 3: ARTIFACT HOARDER

You gain one additional use of your Trinkets before a Long Rest.

LEVEL 3: TRINKETS

You can use the following trinkets.

Hateful Arrowhead. You can cast *Ray of Enfeeblement* or *Scorching Ray* spell without a spell slot or components.

Warped Prism. You can cast *Blur* or *Shield* without a spell slot or components.

Razortooth Bandages. You can cast *Cure Wounds* or *Inflict Wounds* without a spell slot or components. When you restore Hit Points or deal damage using one of these spells using this trinket, you can add your Investigator level to the healing or damage dealt.

LEVEL 6: ARCANE RELICS

You've secured a handful of priceless relics with rare and delicate enchantments. Once you use one of the following relics, you can't use this feature again until you finish a Short or Long Rest.

Antediluvian Dynamo. You can cast *Fireball* or *Lightning Bolt* without a spell slot or components.

Lich's Deathmask. You can cast *Counterspell* or *Dispel Magic* without a spell slot or components.

Mortal Coil. You can cast *Animate Dead* or *Revivify* without a spell slot or components. When you cast *Animate Dead* using this relic, all previous Undead created using this relic crumble into dust.

LEVEL 10: MAGIC ITEM COLLECTION

When you finish a Long Rest, you can magically produce a magic item. When you do so, all magic items previously created by this feature vanish. If a magic item you produce requires Attunement, you can attune yourself to it the instant you produce it. You can produce the following magic items: a *Carpet of Flying*, a *Cloak of the Bat*, a *Flame Tongue*, *Gauntlets of Ogre Power*, an *Instant Fortress*, a *Ring of Regeneration*, a *Ring of Telekinesis*, a *Sun Blade*, or a *Wand of Wonder*.

LEVEL 14: SOUL JAR

You've secured the crown jewel of your collection: a lich's soul jar, or "phylactery." Though the original owner's soul has been expelled from this accursed artifact, it retains many of its magical properties.

INVESTIGATOR SUBCLASSES

Name	Description
Antiquarian	Festooned with powerful magical trinkets of all shapes and sizes
Archivist	A scholar who collects scraps of ancient lore
Conspiracy Theorist	Believes that every conspiracy theory is real, and is correct too often
Containment Specialist	Tracks down and contains hazardous arcana
Detective	Chases down clues and unravels crimes with their impressive intellect
Exterminator	Hunts down vampires, lycanthropes, and beasts that stalk the night
Infernum	Struck an infernal deal for trinkets and knowledge
Inquisitor	An agent of the church that performs exorcisms and roots out heresy
Kid Sleuth	Solves mysteries alongside their talking animal sidekick
Medium	Foretells events of the future using a magical connection to the dead
Occultist	A magician borrowing spells from wizards and warlocks
Spy	Infiltrates with perfect disguises and unmatched charm
Time Operative	Manipulates time itself to best foes and solve mysteries

This magic item is always attuned to you and doesn't count against your total number of attuned magic items. It has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the soul jar, you can expend one or more charges to use the following abilities.

Temporary Hit Points. You can expend 1 charge as a Bonus Action to gain Temporary Hit Points equal to your Investigator level.

Trinket Recharge. You can expend 1 charge as a Bonus Action to regain one expended use of your Trinkets.

Undead Fortitude. When you are reduced to 0 Hit Points and not killed outright, you can expend 2 charges to drop to 1 Hit Point instead. You can use this benefit only once per turn.

Draining Touch. As a Magic action, you can expend 3 charges to make a melee spell attack. On a hit, the target takes 8d8 Necrotic damage and you regain Hit Points equal to the Necrotic damage dealt. If the spell attack misses, these charges aren't expended.

ARCHIVIST

Expand Your Rituals Through Ancient Lore

Though most Investigators fill their grimoires with hard-won knowledge borne from encounters with supernatural threats, some prefer to do bookkeeping instead. Such Archivists seek to accumulate knowledge, more so than trinkets, by spending untold hours digging through disparate tomes of occult secrets and compiling them into encyclopedic texts. Through their research, Archivists become academic masters of the arcane and priceless reservoirs of obscure knowledge.

LEVEL 3: TRINKETS

You can use the following trinkets.

Aura Lenses. You can cast *Detect Magic* without a spell slot or components.

Mnemonic Script. You can cast *Memorize* without a spell slot or components.

Tongue Stone. You can cast *Comprehend Languages* without a spell slot or components.

LEVEL 3: THESIS

You gain access to certain spells associated with your thesis. Choose one of the following subject areas for your thesis: Corpus, Mentis, Mortis, or Oculus. Consult the table below that corresponds to the chosen thesis; you add the listed spells for your Investigator level to your grimoire for free. The listed spells count as Investigator spells for you and you treat them if they have the Ritual tag.

Whenever you gain an Investigator level, you can replace your thesis with another one. The spells in your grimoire corresponding to your thesis are magically replaced with those of the new thesis for your Investigator level.



CORPUS

Investigator Level	Spells
3	<i>Alter Self, Jump</i>
5	<i>Gaseous Form</i>
7	<i>Fabricate</i>
9	<i>Passwall</i>

MENTIS

Investigator Level	Spells
3	<i>Charm Person, Zone of Truth</i>
5	<i>Major Image</i>
7	<i>Hallucinatory Terrain</i>
9	<i>Dream</i>

MORTIS

Investigator Level	Spells
3	<i>False Life, Gentle Repose</i>
5	<i>Speak with Dead</i>
7	<i>Death Ward</i>
9	<i>Antilife Shell</i>

OCULUS

Investigator Level	Spells
3	<i>Identify, Detect Thoughts</i>
5	<i>Sending</i>
7	<i>Locate Creature</i>
9	<i>Scrying</i>

LEVEL 6: ERUDITE SPELL

When you cast a spell that forces a creature to make a saving throw, you can give one target of the spell Disadvantage on saves against the spell.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a use of your Rushed Incantation (no action required).

LEVEL 10: ENCYCLOPEDIA EXPERTISE

You can identify any arcane effect from memory. Whenever you see or hear a spell being cast or investigate a magical effect, you can identify the spell that was cast, the magic item responsible, or the creature that produced the effect without an ability check. This feature fails to identify spells, magic items, and creatures that are utterly unique or are otherwise not recorded in arcane texts.

LEVEL 14: EIDETIC MEMORY

You can effortlessly duplicate spells you see or hear, granting you the following benefits.

Ritual Recall. If you see or hear an Investigator spell being cast, you can thereafter copy it into your grimoire.

Spell Duplication. When you see or hear a spell of level 5 or lower being cast, you can fix the spell in your mind. Within the next minute, you can expend a use of your Rushed Incantation to cast the spell without a spell slot. Once you use this benefit to cast a spell, you can't do so again until you finish a Long Rest.

CONSPIRACY THEORIST

Unravel Far-Reaching, Incredulous Conspiracies

The world is full of stuff that doesn't add up. A natural disaster strikes and they talk about theoretical weather patterns. People forget days at a time and they say some medical jargon about their brains. And nobody seems to notice the folks dressed in black who lurk behind every corner. It's one big coincidence after another. But when you ask the right questions and pull on the right threads, you start uncovering the biggest mysteries: the ones They don't want you to know about.

It's hard to tell who They even are, apart from the fact that They're massively influential and have deep pockets. They have agents everywhere, watching and waiting. What are their goals? What are they working so hard to keep secret? You can't be totally sure, but you have a few good theories.

LEVEL 3: PARANOID INSTINCTS

You have Advantage on Initiative rolls.

LEVEL 3: TRINKETS

You can use the following trinkets.

Masonic Charm. As a Bonus Action, you attach this charm to a weapon you are holding. When you do so, choose a number from 10–19. For 1 minute, your attacks using the weapon score a Critical Hit on a roll of that number or a 20 on the d20.

Three-Headed Coin. You give yourself Advantage on one D20 Test before you roll the d20.

Unfathomable Metal. As a Bonus Action, you reveal this trinket to a creature within 5 feet of you. At the start of each of its turns for 1 minute, the target takes 2d6 Radiant damage and then makes a Constitution saving throw. On a failed save, the effect continues. On a successful save, the effect ends.

LEVEL 6: PREPPER

When you take the Ready action, you have Advantage on D20 Tests you make for the Reaction. You can only use this feature when the trigger is in response to another creature's action or movement after the end of your turn.

LEVEL 10: CONNECT THE DOTS

When you finish a Short or Long Rest, choose one skill. You gain proficiency in that skill if you lacked it and Expertise with it. This proficiency and Expertise lasts until you use this feature to choose a different skill.

LEVEL 14: OFF THE GRID

Your ability to avoid others grants you the following benefits.

Escape Plan. Whenever you take damage, you can take a Reaction to have the Invisible condition until the start of your next turn.

Nondetection. You can cast *Nondetection* on yourself without a spell slot.



CONTAINMENT SPECIALIST

Contain and Conceal Anomalous Magic Artifacts

Though the study of magic is diverse and wondrous, it contains mysteries better left unexplored. Such topics in magic are seldom studied, for their very existence poses an existential threat to the multiverse itself: chronomancy, protomancy, and quantumancy are among the few graced with names at all. When a sinister (or merely curious) arcanist pulls on one of these threads of knowledge, they open a Pandora's box of unpredictable effects. The results are usually catastrophic. Such dangerous arcana leaves lasting scars on people and objects, metaphysical reverberations of the terrible secrets at their source.

As their title implies, Containment Specialists are tasked with tracking, isolating, and containing exotic magic and its artifacts. Their job is hazardous and challenging, but is of critical importance to the multiverse at large. Containment Specialists often coordinate in clandestine groups to triangulate new threats and ensure isolated ones remain indefinitely contained. With some luck, these organizations can remain obscure footnotes for generations, further sheltering their secrets from curious eyes.

LEVEL 3: COVER STORY

When you fail a Charisma (Deception) check or a creature catches you in a lie, you can reattempt the check to reassure the listener with another quick lie. On a success, the listener believes you. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

LEVEL 3: TRINKETS

You can use the following trinkets.

Antibell. As a Bonus Action, you can cast *Silence* without a spell slot or components.

Black Bag. As a Bonus Action, you can activate your Black Bag, an item linked to numerous extradimensional spaces, for 1 minute. While the bag is active, you can take a Utilize action to place an item in the bag or retrieve one from the bag. Any item placed within the bag is stored in its own extradimensional space, which is suffused by an *Antimagic Field*. The bag's mouth is 2 feet in diameter. It can hold up to 12 items, each weighing no more than 50 pounds, and weighs as much as the heaviest object stored within it. When you retrieve an item from the bag, you always grab the item you intended.

Cinnabar Compass. As a Bonus Action, you can cast *Locate Object* without using a spell slot or components.

LEVEL 6: ARCANE DISRUPTION

When you use your Exploit Weakness and the target has the Magic Resistance trait, that trait doesn't function until the start of your next turn.

LEVEL 10: NOTHING TO SEE HERE

With a blinding flash, you can overwrite the memories of those around you. You can cast *Modify Memory* as an action targeting up to 3 creatures within range without a spell slot or components. You must modify the memories of each creature affected by the spell in the same way.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 14: CONTAINMENT DIMENSION

You can leverage a powerful quarantine procedure to keep others safe from dangerous artifacts. As a Magic action, you can create a pocket dimension that is an exact duplicate of your surroundings at the moment you use this feature—complete with duplicates of all the structures and nonmagical items therein—and transport creatures you choose within its area to the dimension. You decide the exact area of the duplicate dimension, as long as its total space fits within a 150-foot Cube.

While in the pocket dimension, you can only affect and be affected by other creatures in that dimension. You can't see creatures and objects outside the pocket dimension. Objects taken from the pocket dimension vanish upon leaving it.

If a creature leaves the bounds of the pocket dimension it appears in the corresponding space on the plane it left. If it appears in an occupied space, it is shunted to the nearest unoccupied space and takes 4d6 Force damage.

The pocket dimension lasts for 10 minutes, and ends early if you have the Incapacitated condition, the pocket dimension contains no creatures, or you dismiss it (no action required). When the pocket dimension ends, all creatures and objects are returned to the plane they left in their corresponding locations.

Once you use this feature to create a pocket dimension, you can't do so until you finish a Long Rest.

DETECTIVE

Chase Down Clues and Crack the Mystery

Prowling at the edge of darkness, Detectives chase down clues and pull on threads to unravel conspiracies that bring darkness into the world. Sometimes, this requires that you infiltrate a cult's secret meetings, other times it calls on you to reconstruct a person's last moments at a murder scene. No matter what the mystery, however, you know that there is always an explanation.

LEVEL 3: UNCANNY HUNCH

Whenever you make an Intelligence check or a Wisdom (Insight) check, you can gain a bonus to the check equal to your Investigator level.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 3: TRINKETS

You can use the following trinkets.

Fogstone Periapt. You can cast *Misty Step* without a spell slot or components.

Glass Medallion. As a Bonus Action, you can cast *Invisibility* on yourself without a spell slot or components.

Skeleton's Key. As a Bonus Action, you can cast *Knock* without a spell slot or components. When you cast the spell using this trinket, its casting is silent.

LEVEL 6: PREDICTIVE INTUITION

As a Bonus Action, you can examine the movements of a creature you can see within 30 feet of yourself. Until the start of your next turn, you can add 1d6 to attack rolls you make against the target, and the target subtracts 1d6 from all its attack rolls against you. Once you use this Bonus Action on a target, you can't use it on that target again until you finish a Short or Long Rest.

LEVEL 10: INTERROGATOR'S INSTINCT

Your sleuthing experience grants you the following benefits.

Enchantment Detection. You discern if a creature is cursed, possessed, or has the Charmed or Frightened conditions.

Illusion Detection. You have Advantage on any ability check you make to discern an illusion.

Lie Detection. You have Advantage on any ability check you make to determine if you hear a deliberate lie.

LEVEL 14: POWER OF DEDUCTION

You can use your Predictive Intuition on a target an unlimited number of times.

EXTERMINATOR

Slay Vampires, Werewolves, and Other Terrible Creatures

An Exterminator suffers no monster to live. Trained in the art of slaying Aberrations, Fiends, and Undead, you stand against evil where others falter, and draw your blade before others recognize a threat. Grand schemes and plots are less important than retribution against monsters which stalk the night, and your thirst for such retribution is unquenchable. There is always another werewolf to be slain, another vampire to be staked, another demon to be banished; people rarely thank you, but you find satisfaction enough in your work.

LEVEL 3: SILVERED SHIELD

Your monster hunting experience grants you the following benefits.

Armor Training. You have training with Medium armor and Shields.

Intelligent Defense. While wearing Medium armor, you can add your Intelligence, instead of Dexterity, to your Armor Class.

LEVEL 3: TRINKETS

You can use the following trinkets.

Consecrated Whetstone. As a Bonus Action, you can cast *Magic Weapon* once without a spell slot or components.

Gilded Dragon Scale. As a Bonus Action, choose Acid, Cold, Fire, Force, Lightning, Poison, or Thunder damage. You gain Resistance to the chosen damage type for 1 minute.

Mimic-Tooth Necklace. When you hit a creature with an attack using a weapon, you can take a Bonus Action to deal an extra 2d8 Acid damage to the creature.

LEVEL 6: MONSTER SLAYER

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

LEVEL 10: SILVERED EDGE

Your monster-killing expertise grants you the following benefits.

Flexible Mastery. When you attack with a weapon whose mastery property you can use, you can replace that property with the Sap or Vex property for that attack.

Supernatural Strikes. Whenever you deal damage with a weapon, it can deal your choice of Force damage or its normal damage type.

LEVEL 14: KILLER INSTINCT

You can use your Exploit Weakness twice on your turn, but can't use it against the same target more than once.

INFERNUM

Bargain with Fiends for Infernal Powers

The Infernum are Investigators in league with Fiends, either willingly to pursue nefarious ends or unwillingly as the result of an infernal bargain. Each is given a set of enigmatic goals and a fiendish overseer (often an Imp), then left entirely to their own devices. Many search and scrounge for a solution to their fiendish bargain or opt for malicious compliance, delivering upon their infernal directives while undermining their broader schemes. Others, however, revel in their dark alliance, gleefully hoping to climb the fiendish ranks.

LEVEL 3: FIENDISH FAMILIAR

Your infernal masters have assigned a lesser fiend to supervise and assist you. You add *Find Familiar* to your grimoire for free. You can use Rushed Incantation to cast the spell without expending a use of the feature, and you don't need to read from your grimoire to cast it. The spell is improved in the following ways when you cast it.

Fiendish Options. You can choose only the following options for your familiar: **Imp**, **Quasit**, or **Pseudodragon**. A pseudodragon summoned with this spell knows Common and is a Fiend.

Spiteful Distraction. As a Bonus Action, you can command the familiar to disrupt an enemy within 5 feet of it. The target has Disadvantage on the next attack roll it makes before the start of your next turn.

LEVEL 3: TRINKETS

You can use the following trinkets.

Demon's Eye. As a Bonus Action, you gain the ability to see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself for 1 minute.

Diabolical Barb. You can cast *Hellish Rebuke* without a spell slot or components.

Hexagram Pendant. You can cast *Hex* without a spell slot or components.

LEVEL 6: INFERNAL BARGAIN

When you finish a Long Rest, you can strike one of the following bargains with your infernal masters. You can also discuss new bargains with your GM. The bargain lasts until you finish a Long Rest.

Blindsight and Blindness. You have Blindsight with a range of 30 feet. Beyond this range, you have the Blinded condition.

Damage and Actions. Once on each of your turns, you can choose to take Necrotic damage equal to twice your Investigator level to take an additional action. This action can only be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

Resistance and Vulnerability. Choose two of the following damage types: Acid, Cold, Fire, Lightning, Poison, Psychic, and Thunder. You have Resistance to the chosen damage types. The GM chooses another type from the list; you have Vulnerability to that damage type.

LEVEL 10: BINDING CONTRACT

You add *Geas* to your grimoire for free. When you cast the spell using this feature, you can modify its casting to draft a binding contract. Instead of giving a verbal command, you write a legal contract that can contain up to 10 commands and conditions. You can include clauses that end the spell early or extend its duration to a maximum of 90 days. Instead of targeting a creature that you can see within range, the spell targets any creature that signs the contract within the duration.

A creature that willingly signs the contract as a Utilize action automatically fails its saving throw against the spell, whether or not the creature understands the nature of the contract.

LEVEL 14: FIENDISH TRANSFORMATION

You can take a Magic action to shape-shift your Fiendish Familiar into one of the following forms: **Barbed Devil**, **Incubus**, **Succubus**, or **Vrock**. It remains transformed for 1 minute or until you end it (no action required). While transformed, your familiar can attack.

Once you use this feature, you can't do so again until you finish a Long Rest.

INQUISITOR

Drive Out Fiends and Root out Heresy

The church has long been the first line of defense against the tide of impending darkness. Yet, the clergy's stubborn devotion to righteousness impedes them where it counts: you must sometimes be willing to do evil to counter evil. That's where the inquisitor comes in.

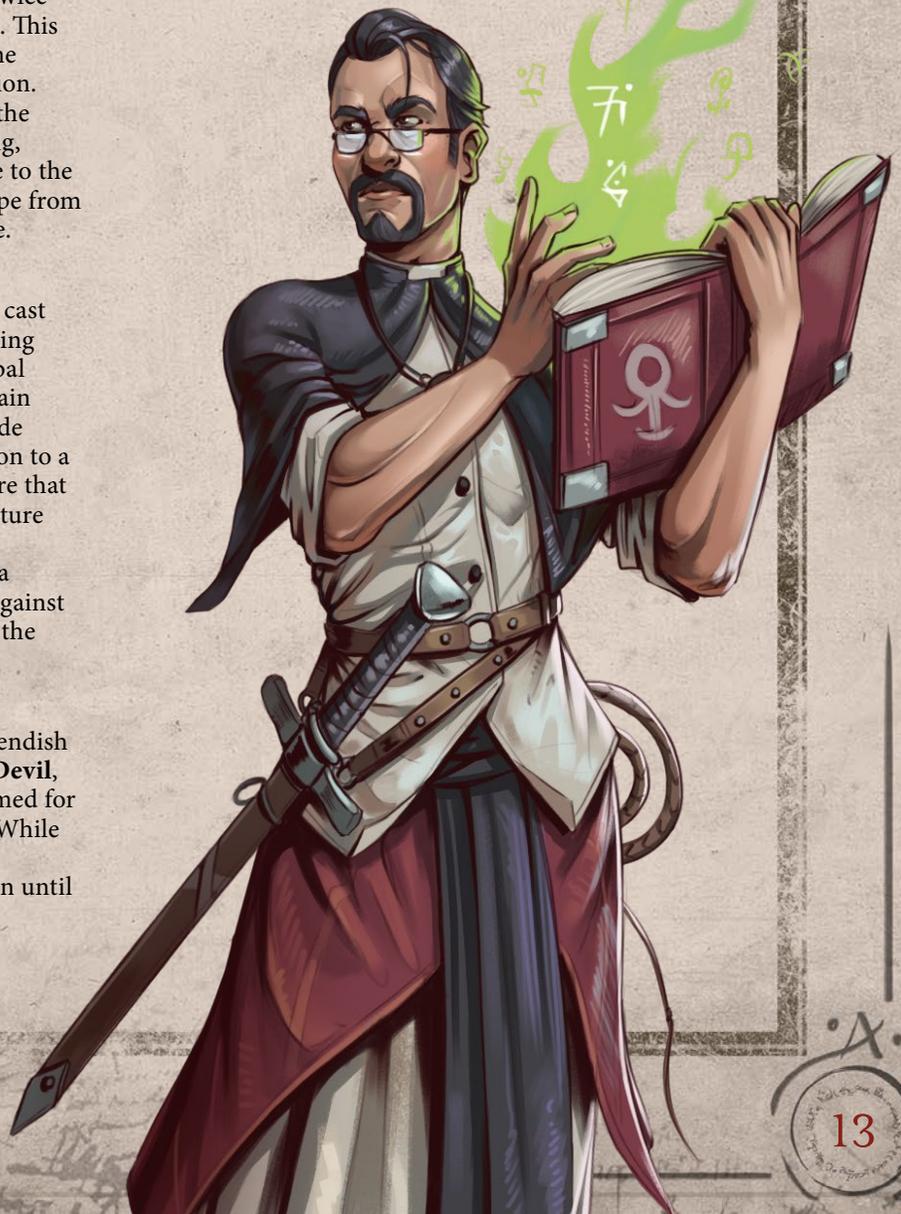
As a righteous Inquisitor, you are tasked with rooting out heresy, exorcising demons, and stamping out any sign of the occult, and you are offered clemency for any action you take in the defense of the greater good. You may investigate anyone or anything you deem to be in line with the forces of evil, for you alone are a holy blade in the dark, the arbiter of your church.

LEVEL 3: EXORCIST'S DOCTRINES

Your training as an inquisitor grants you the following benefits.

Consecrated Armor. You add *Consecrated Armor* to your grimoire for free. When you cast it, your base AC becomes 13 plus your Dexterity modifier.

Dogma. Whenever you make an Intelligence (Religion) check, you can treat a d20 roll of 9 or lower as a 10.



LEVEL 3: TRINKETS

You can use the following trinkets.

Alabaster Balm. As a Bonus Action, you can cast *Lesser Restoration* without a spell slot or components.

Hallowed Chalice. As a Bonus Action, you can enchant a container, such as a cup, that you touch to produce a flask of Holy Water. You can produce one such flask when you use this trinket. For the next hour, you can use a Bonus Action to produce another flask of Holy Water, until you have created a total of five flasks. Once created, these flasks and Holy Water vanish after 1 hour.

Reliquary of Doubt. As a Bonus Action, you can cast *Detect Thoughts* without a spell slot or components. When you cast the spell using this trinket, you can only detect thoughts associated with negative emotions, such as guilt, apprehension, regret, or melancholy.

LEVEL 6: DIVINE STRIKE

Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

LEVEL 10: ROTE PIETY

You can use your Holy Relics three times without expending a use of your Trinkets. You regain these uses when you finish a Long Rest.

LEVEL 14: EXCOMMUNICATION

As a Bonus Action, you can emblazon a mark of condemnation upon a creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or be marked for 1 minute. While marked, the target takes 6d6 Radiant damage at the start of each of its turns, can't regain Hit Points, and can't have Advantage on D20 Tests. A marked target can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you mark a creature using this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a use of your Rushed Incantation (no action required).

KID SLEUTH

Solve Mysteries with Your Talking Animal Sidekick

Though Kid Sleuths are not all literally youths, they are all amateur detectives with a knack for solving tricky crimes. Assisted by their ubiquitous animal sidekicks, Kid Sleuths will happily dive into the details of a grim crime scene to emerge with a handful of clues and a lead on the bad guy. These sleuths generally prefer to run away from trouble, rather than engage head-on, since mysteries only get harder to solve with more dead bodies, but they are more than capable of defending themselves if backed into a corner.

LEVEL 3: TRINKETS

You can use the following trinkets.

Bag of Traps. As a Bonus Action, you can magically produce and take the Utilize action to use one of the following items: Ball Bearings, Caltrops, Chain, Hunting Trap, Manacles, or Oil (which you can only use to douse a space). If the item requires a saving throw, it uses your Investigator spell save DC. For the next minute, you can use a Bonus Action to produce and use another such item, until you have created a total of five items. Once created, these items vanish after 1 hour.

Dooby Snack. As a Bonus Action, you produce a tasty treat that lasts for 1 hour. A creature can use a Bonus Action to eat this treat to gain a number of Temporary Hit Points equal to your Intelligence modifier (minimum of 1). Until the start of its next turn, the creature has Advantage on the next D20 Test it makes.

Magnifying Glass. As a Bonus Action, you can cast *Clue* without a spell slot or components. Additionally, when you cast this spell using this trinket, you can determine each type of creature that leaves footprints or fingerprints.

LEVEL 3: ANIMAL SIDEKICK

You gain a Kid Sleuth's constant companion: a talking animal sidekick. You add *Find Familiar* to your grimoire for free. You can use Rushed Incantation to cast the spell without expending a use of the feature, and you don't need to read from your grimoire to cast it. The spell is improved in the following ways when you cast it.

Expanded Options. You can choose one of the normal forms for your familiar or one of the following special forms: **Goat, Mastiff, or Weasel.**

Awakened. The animal gains an Intelligence of 10 and the ability to speak one language you know.

Skillful. Your familiar gains proficiency in any combination of two skills or tools of your choice. You can change this selection when you summon your familiar.

LEVEL 6: SPLIT UP, GANG

When you use your Exploit Weakness, you can immediately move up to half your Speed without provoking Opportunity Attacks. Alternatively, you can choose one ally you can see within 30 feet of you who can see or hear you. The ally can take a Reaction to move up to half its Speed without provoking Opportunity Attacks.

LEVEL 10: CUNNING COMPANION

When your familiar takes the Dash, Disengage, or Hide action, you gain the benefits of that action on your next turn. You must be Heavily Obscured or behind Three-Quarters Cover or Total cover, and you must be out of any enemy's line of sight to gain the benefits of the Hide action.

LEVEL 14: MEDDLING KIDS

Whenever an enemy within 30 feet of yourself makes an attack roll against one of your allies, you can take a Reaction to impose Disadvantage on that roll.

MEDIUM

Foretell the Future and Commune with the Dead

As conduits between the living and dead, Mediums offer an essential glimpse past the veil of mortality. Using their auguries, seances, and divinations, Mediums can retrieve morsels of information from the afterlife to settle debts between the living or dead, and to assist ongoing investigations. This information, however cryptic, can point an interested party toward clues or evidence that only the deceased are able to provide.

LEVEL 3: FORTELLING

Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

LEVEL 3: TRINKETS

You can use the following trinkets.

Dead Ringer. You can ring this bell to cast *Speak with Dead* without a spell slot or components. When you cast the spell using this trinket, you can ask the corpse only one question.

Heptagonal Spectacles. As a Bonus Action, you can cast *See Invisibility* once without a spell slot or components.

Lucent Mirror. As a Bonus Action, you can partially phase into the Ethereal Plane for 1 minute or until you dismiss it (no action required). You have a Fly Speed of 10 feet and can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you are shunted to the last unoccupied space you were in.

LEVEL 6: FORTOLD DEMISE

Once per turn when you deal damage with a weapon, you can replace one of the damage dice with a foretelling roll.

LEVEL 10: WHISPERS FROM BEYOND

As a Magic action, you can receive a hint from beyond. The GM gives a one-word hint pertaining to your best course of action, a fruitful line of inquiry, or some other useful direction.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a use of your Rushed Incantation (no action required).

LEVEL 14: THIRD EYE

You can take a Bonus Action to cast *True Seeing* without a spell slot or components. When you cast the spell with this feature, you have Advantage on the first attack you make on each of your turns for the duration of this spell.

Once you use this feature, you can't do so again until you finish a Long Rest.

OCCULTIST

Command Arcane Pact Magic

Vampires, demons, lycanthropes, and Aberrations all have one thing in common: they are all magical threats, best combated through magical means. To meet these foes on a level playing field, Occultists indulge in arcana, filling their grimoires with magical secrets and mastering a handful of spells. Occultists are the most likely Investigators to cavort with Warlocks, borrow tricks from Wizards and magicians, and dabble in dark magic to defeat their foes.

LEVEL 3: TRINKETS

You can use the following trinkets.

Cold Iron Pendant. You can cast *Detect Evil and Good* without a spell slot or components.

Dead Mist Vial. You can cast *Fog Cloud* without a spell slot or components.

Engraved Lens. You can cast *Identify* without a spell slot or components.

LEVEL 3: PACT MAGIC

You augment your investigative skills with complex magic.

Cantrips. You know two Warlock cantrips of your choice. *Eldritch Blast* and *Minor Illusion* are recommended. Whenever you gain an Investigator level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

When you reach Investigator level 10, you learn another Warlock cantrip of your choice.

Spell Slots. The Occultist Spellcasting table shows how many spell slots you have to cast your Warlock spells of levels 1–4. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Investigator levels, as shown in the Prepared Spells column of the Occultist Spellcasting table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level.

Changing Your Prepared Spells. Whenever you gain an Investigator level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Intelligence is the spellcasting ability for your Warlock spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

OCCULTIST SPELLCASTING

Investigator Level	Prepared Spells	Spell Slots	Slot Level
3	3	1	1
4	4	1	1
5	4	2	1
6	4	2	1
7	5	2	2
8	6	2	2
9	6	2	2
10	7	2	2
11	7	2	2
12	8	2	2
13	9	2	3
14	10	2	3
15	10	2	3
16	11	2	3
17	11	2	3
18	11	2	3
19	12	2	4
20	13	2	4

LEVEL 6: ELDRITCH RUIN

You can cast one of your Warlock cantrips as a Bonus Action. You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 10: EYES OF ANOTHER WORLD

Magical perception grants you the following benefits.

See Invisibility. You see creatures and objects that have the Invisible condition. You can also see into the Ethereal Plane. Creatures and objects there appear ghostly.

Sense Spellcasters. You can sense if a creature you can see has the ability to cast spells.

Discern Otherworldly Origins. You can determine if a creature you can see is an Aberration, Celestial, Elemental, Fey, or Fiend. You can also determine the creature's plane of origin, if it is native to a different plane of existence than the one you're on.

LEVEL 14: MALEFICIUM

When you use your Exploit Weakness, you can cast *Bestow Curse* on the target as a Bonus Action without a spell slot or components.

Once a creature fails a saving throw against this spell, you can't use this feature again until you finish a Short or Long Rest. You can also restore your use of it by expending a use of your Rushed Incantation (no action required).

SPY

Infiltrate, Assassinate, and Lie with Aplomb

Infiltration, disguise, and lying through their teeth: these are the principal skills of a Spy. A talented Spy rarely needs to draw a dagger to silence someone, for their honeyed words and agreeable disposition are all that is needed to draw out someone's secrets. Of course, when they do strike, it is decisive and without warning. Such skills are invaluable for governments and organizations of all types, used for stealing confidential information, sabotage, monitoring persons of interest, and everything in between.

LEVEL 3: BRAVADO

Your infectious confidence gives you a bonus to your Charisma (Deception and Persuasion) checks equal to your Intelligence modifier (minimum of +1).



LEVEL 3: TRINKETS

You can use the following trinkets.

Glass Dust. As a Bonus Action, you can throw this pouch at a point you can see within 10 feet of you, filling a 5-foot-radius Sphere centered on that point with glittering dust until the start of your next turn. A creature that enters the Sphere for the first time on a turn or ends its turn there has the Invisible condition. This condition ends early for a creature that leaves the Sphere, makes an attack roll, deals damage, or casts a spell.

Horn-Rimmed Glasses. As a Bonus Action, you can cast *Disguise Self* without a spell slot or components.

Martini Glass. As a Bonus Action, you can cast *Charm Person* without a spell slot or components.

LEVEL 6: CLOAK AND DAGGER

When you deal damage during the first round of combat, you can deal extra Force damage to the target if the target hasn't taken a turn yet or if you have Advantage on the attack roll against the target. The Force damage equals your Investigator level.

LEVEL 10: BODY DOUBLE

As a Magic action, you can assume the identity of a Humanoid or a corpse of a Humanoid that you touch that has been dead for no longer than 24 hours. An illusion causes your appearance to perfectly match the target, including clothing, armor, weapons, and other belongings. If the target is a corpse, you resemble the Humanoid as it appeared in life. Additionally, the corpse, its blood, clothing, and other physical evidence of its death, become magically invisible for 8 hours.

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a use of your Rushed Incantation (no action required).

LEVEL 14: GLIB

You can cast *Glibness* without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest. For the spell's duration, you can take the Influence action as a Bonus Action.

TIME OPERATIVE

Manipulate Time to Solve Mysteries

Time Operatives are agents from the future bestowed with a series of cryptic goals and a well of chronomantic magic. Some operatives hail from far-off utopias or crumbling apocalypses, while others simply receive a message across space and time and dedicate themselves to its mission. To prevent paradoxes, these Time Operatives receive only the barest clues pertaining to their mission. They know only the gravity of the situation, and that it is inherent upon them to change the course of history.

LEVEL 3: BORROWED TIME

Once on each of your turns, you can take an additional action. This action can only be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

You can use this feature twice, and regain all expended uses when you finish a Long Rest.

LEVEL 3: TRINKETS

You can use the following trinkets.

Blank Tablet. As a Magic action, you touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned. You can't remove a condition that a creature has had for longer than 1 minute.

Quicksilver Emblem. As a Bonus Action, you can cast *Longstrider* without a spell slot or components.

Weightless Sphere. You can cast *Feather Fall* without a spell slot or components.

LEVEL 6: REWIND

When you make a D20 Test and fail, you can take a Bonus Action to rewind time to the moment before the attempt. Reroll the D20 Test and you must use the new roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 10: ECHO OF YESTERDAY

You can take the Magic action to cast your senses up to 24 hours back in time at your current location. You can see and hear this location as if you were there, but the past appears dreamlike and shadowy. While perceiving the past, you can look in any direction, but you can't move or speak. This glimpse into the past lasts for 10 minutes, but it ends early if you dismiss it (no action required).

LEVEL 14: STEAL TIME

When you finish a Short Rest or reduce an enemy to 0 Hit Points, you regain a use of your Borrowed Time.

SPELLS

This section contains the descriptions of spells that are new and available to the Investigator. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Necromancer, Martyr, and Witch.

SPELL DESCRIPTIONS

New spells are presented in alphabetical order.

AFTER IMAGE

Level 3 Illusion (Investigator, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a silver hand mirror worth 50+ GP)

Duration: 10 minutes

You create an illusory duplicate of yourself which follows your every movement. When a creature hits you with an attack roll while your duplicate remains, roll a d6. If it rolls a 3 or higher, the duplicate is hit instead of you and the duplicate is destroyed. The duplicate otherwise ignores all other damage and effects. The duplicate reappears if you move 15 feet or more on your turn or take the Dodge action.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

BENIGN DISMEMBERMENT

Level 3 Necromancy (Investigator, Necromancer, Witch, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature, allowing its body parts (fingers, limbs, and even its head) to be harmlessly severed from its body for the duration. It takes no damage from such dismemberment, as long as the body part is removed swiftly and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but don't begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly restores the body part.

At the end of the duration, severed body parts become permanently severed. The target dies if vital organs have not been reattached to its head.

BLOOD PRINT

Level 1 Necromancy (Bard, Cleric, Druid, Investigator, Martyr, Paladin, Ranger, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (an ounce or more of blood)

Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as Human, Gnoll, Deer, or Fire Giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against it. If this spell is cast twice, it is possible to match blood samples originating from the same creature.

CLUE

Level 1 Divination (Bard, Cleric, Druid, Investigator, Paladin, Ranger, Witch, Wizard)

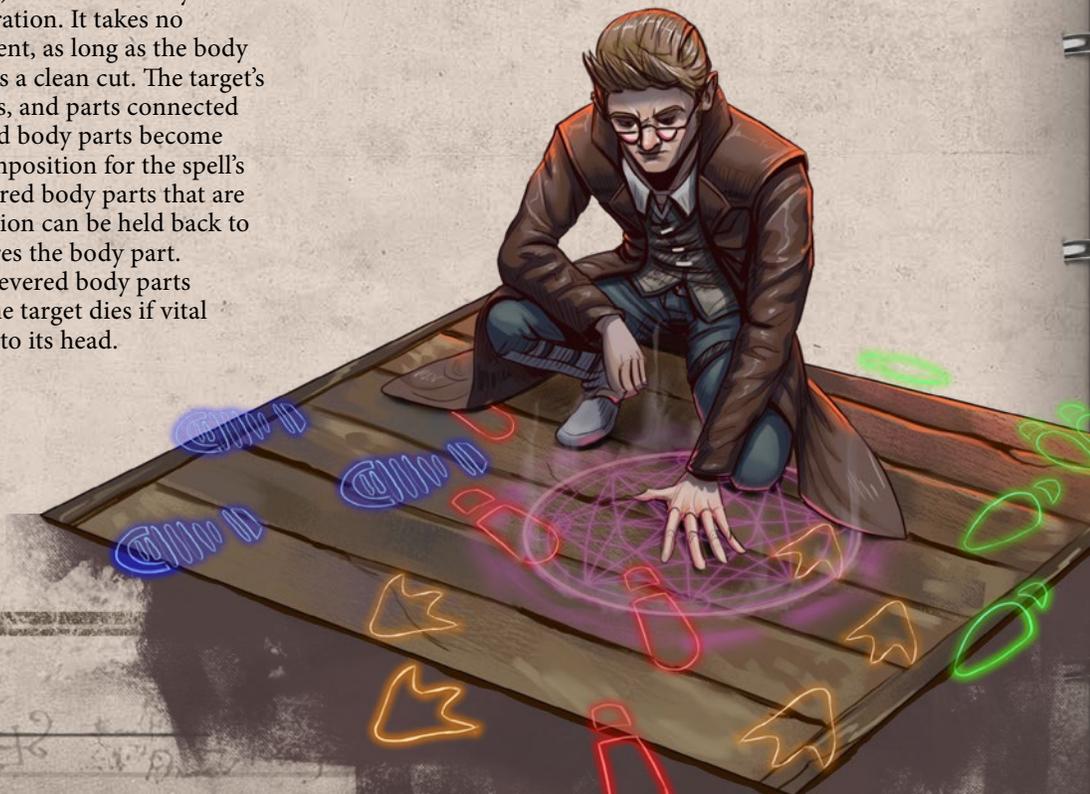
Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (a magnifying glass and pipe)

Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within a 30-foot Emanation originating from you become highlighted and glow faintly for the duration. When you cast the spell, choose any point in time up to 10 days ago. Only footprints and fingerprints left between that time and the present will be highlighted. Each creature that leaves footprints and fingerprints is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects within the Emanation will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.



CONSECRATED ARMOR

Level 1 Abjuration (Cleric, Investigator)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a drop of blessed oil)

Duration: 8 hours

You trace a holy symbol on yourself, creating an invisible barrier until the spell ends. Your base AC becomes 12 plus your Dexterity modifier. If you are attacked by an Aberration, Fey, Fiend, or Undead, you add your spellcasting ability modifier to your AC against that attack. The spell ends early if the target dons armor.

CURSE WARD

Level 2 Abjuration (Cleric, Investigator, Martyr, Paladin, Warlock, Witch, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 hour

You reach out your hand and touch a willing creature, raising a smoke-like barrier around it. For the duration, the target has Resistance to Necrotic damage and can't be cursed or possessed. Additionally, its Hit Point maximum can't be reduced. If the target is already under one of these effects, the effect is suppressed until the spell ends.

DIRE WARNING

Level 4 Divination (Cleric, Investigator, Necromancer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You receive a message of up to 6 words from yourself in the future, warning you of a critical threat or pointing you toward a fruitful avenue. At some point in the future, once you have learned why you sent the message, you must perform a ritual over the course of 10 minutes, which can be done during a Short Rest, to deliver the message back in time to your past self.

Once you cast this spell, you can't cast it again for 7 days or until you perform this ritual. If you cast this spell and receive no message, it indicates that you will never complete the ritual in the future, possibly owing to your death or another hindrance.

GAME OF FATE

Level 6 Enchantment (Bard, Investigator, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a gaming set)

Duration: 1 hour

You magically compel a creature within range that can hear and understand you to a nonmagical game with vital consequences. An unwilling creature can make a Wisdom saving throw to resist this effect. On a failed save, the creature is compelled to join you in the game.

The loser of the game takes 6d6 Psychic damage. If no player loses or has won by the end of the spell's duration, both you and the target take this damage. If you or one of your allies harms the target, you forfeit the game, and vice versa if the target or one of its allies harms you.

Additionally, you and the target creature can negotiate for greater stakes. You can wager for higher Psychic damage (up to a maximum of 12d6), property, or more esoteric rewards, such as bestowal of a noble title. The spell reveals if a creature attempts to bet property it doesn't own. A bet is finalized when you and the target agree on the bet, solidifying the bet with a handshake or similar gesture. Property or currency bet on the game is teleported to the winner at the game's conclusion. The loser is also magically compelled to take any action (such as bestowing a noble title) wagered as part of a bet.

Lastly, no spell, magical effect, or creature other than you and the target can influence the game's outcome.

INVISIBILITY PURGE

Level 4 Abjuration (Bard, Investigator, Sorcerer, Witch, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of powdered silver)

Duration: 1 minute

A 120-foot Emanation originating from you disrupts invisibility. Each creature within the Emanation is outlined with a magical aura and can't benefit from the Invisible condition. Invisible objects within the Emanation are rendered visible.

JETHRO'S INSTANT RELOAD

Level 2 Conjuration (Bard, Investigator, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a spent bullet casing)

Duration: 8 hours

One Ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Cooldown, Loading, or Reload property, you ignore the property for the duration. When the weapon's ammunition is depleted, ammunition you are carrying teleports into the weapon.

MEMORIZE

Level 1 Enchantment (Bard, Cleric, Investigator, Necromancer, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (a page of written text and a length of silver string worth 10+ GP, tied in a knot, which the spell consumes)

Duration: Instantaneous

While casting this spell, your eyes pass over the words on a page, which are committed to your memory. For the next year, you remember the exact details of all information on the page. After that time, you have advantage on all Intelligence checks you make to recall this information.

NONDESCRIPT

Level 2 Illusion (Bard, Investigator, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell makes you seem unremarkable to others, though it doesn't change your actual appearance. For the duration, a creature that sees or hears you is unable to recall specific details about you, though it can remember actions you took or events that transpired around you.

PROTECT THRESHOLD

Level 2 Abjuration (Investigator, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal makes a Wisdom saving throw or take 4d6 Psychic damage, or half as much on a successful save.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

RUMOR

Level 1 Enchantment (Bard, Investigator, Witch, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute



You magically spread a rumor of 10 words or less in a 100-foot Emanation centered on you. Any creature within the Emanation that is near three or more other creatures that share a common language believes that they hear the rumor being repeated by someone nearby. Different creatures hear the rumor from different people, so a concrete origin point is impossible to discern. Generally, creatures won't become Hostile upon hearing even the most vicious rumors, but hearing a rumor can affect their attitude positively or negatively.

SCRUTINIZE FOE

Level 4 Divination (Cleric, Investigator, Necromancer, Wizard)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You discern minute details concerning one creature you can see within range. You learn two of the following pieces of information of your choice about the target: its Armor Class, Speeds, Immunities (if any), Resistances (if any), highest ability score, lowest ability score, and enchantments (which reveals which spells, if any, are currently affecting the target). The GM must share with you the chosen information.

SÉANCE

Level 3 Necromancy (Investigator, Necromancer, Witch)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a crystal ball, deck of tarot cards, or ouija board, and incense worth 50+ GP)

Duration: 1 minute

You and three or more willing creatures lock hands to conjure a spirit from the afterlife to answer your questions. Describe or name a creature that is familiar to you. If the creature's soul is free and willing, it manifests as a ghostly specter. This spell fails if the spirit was the target of this spell within the last 10 days.

Until the spell ends, you can ask up to three questions of the specter. The specter knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the specter is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. There is a 5% chance that this spell contacts the wrong spirit, one which will answer questions untruthfully or ambiguously.

TRANSIENT BULWARK

Level 1 Abjuration (Investigator, Martyr, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pearl worth 10+ GP, which the spell consumes)

Duration: 8 hours

A fragile, invisible shield protects you for the duration. The next attack roll against you has a -10 penalty to hit, and the spell ends.

ZERO GRAVITY

Level 4 Transmutation (Druid, Investigator, Sorcerer, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell creates a zero gravity environment within a 30-foot radius Sphere, centered on a point you can see within range.

In a zero gravity environment, creatures and objects hang in the air until they are moved. A creature in zero gravity can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. Its Speed is otherwise 0. Once a creature or object is set into motion, it can't stop moving until it collides with an obstacle. A creature automatically continues its movement at the same speed at the start of each of its turns, and an object set in motion moves with the same speed each round after it was moved.

Creatures and objects in an area of zero gravity have no weight, but still may require significant force to move. When the spell ends, affected objects and creatures fall downward.



NEW MAGIC ITEMS

Investigators, monster-hunters, and other adventurers may find the following magic items life-saving. Magic items are presented in alphabetical order.

AURA LENSES

Wondrous items, Uncommon (Incomplete) or Rare (Complete)

A set of these large glass lenses is contained in a single cylindrical case. Each is four inches across, tinted in a different hue, and associated with a particular school of magic, as shown on the following table. When you hold a lens up to your eye and look through it as a Bonus Action, the world appears to be tinted in the lens's color, except for creatures and objects that are under the effect of a spell from the lens's associated school of magic, which appear normally colored. A complete set of *Aura Lenses* contains 8 lenses, each associated with a school of magic, but most are found as an incomplete set, containing only 1d8 of them.

School of Magic	Spells
Abjuration	White
Conjuration	Blue
Divination	Yellow
Enchantment	Pink
Evocation	Red
Illusion	Purple
Necromancy	Grey
Transmutation	Green

CRIMSON COMPASS

Wondrous Item, Uncommon

As a Magic action, you can insert a drop of blood into the face of this compass, which orients itself as a needle. The needle points to the creature to whom the blood belongs if it is alive and on the same plane of existence. Otherwise, the needle swings wildly. The compass can't locate a creature under the effects of the *Nondetection* spell. You can remove the blood from the compass as a Magic action.

ENCYCLOPEDIA SANGUINE

Wondrous Item, Uncommon

This book catalogs many hundreds of bloody ink blots. While holding the book, you can cast *Blood Print* from it. If you consult the book as a Magic action, you can determine the following about any such print: the specific kind of creature to which the blood belongs (such as a human or a unicorn), its approximate age, sex, and its health (assessed as poor or healthy).

FATE DECK

Wondrous Item, Very Rare

This box of cards is interwoven with the threads of fate. A full deck contains a set of 52 playing cards, but other variations exist, including those with different numbers of cards and sets of dice.

Playing any game with the deck casts *Game of Fate* (DC 17) from it. The deck can't cast this spell again until the next dawn.



GRIMOIRE MONSTRUM

Wondrous Item, Uncommon (Requires Attunement)

While holding this book of myths and monsters, you have Advantage on Intelligence checks you make related to monsters, spells, or secret or ancient lore.

DIRE DIARY

Wondrous Item, Rare (Requires Attunement)

This diary contains 50 yellowed pages. When you attune to it, you find that the pages contain your own handwriting about events yet to come. No other creature can thereafter attune to the diary. You can use the journal to cast *Dire Warning* from it, filling one page of the diary with a message from the future of up to 50 words. The message may consist of a sketch or diagram, instead of writing, and is usually vague or cryptic in order to avoid paradoxes. The diary can't cast this spell again for 7 days.

WEAPON CHARMS

Wondrous Item, Varies (Requires Attunement)

A *Weapon Charm* is a small ornament fixed on a loop of string or chain. You can take a Magic action to attach the charm to a weapon, usually on the weapon's pommel, or remove it from one. Attaching a charm causes the weapon to become a magic weapon that requires attunement. If the weapon is already magical, you must attune to it again to gain the charm's magical benefits, which are listed in the charm's description. A weapon can only have one attached charm at a time.

Arrowhead (Uncommon). This golden charm depicts a stone arrowhead. While attached to a weapon, your ranged attacks using it ignore Half Cover and Three-Quarters Cover.

Bat (Common). This obsidian charm resembles a shrieking bat. While attached to a weapon, it can deal your choice of Necrotic damage or its normal damage type. When you deal damage to a creature with this weapon, the target's Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. The creature dies if this effect reduces its Hit Point maximum to 0.

Blade (Uncommon +1, Rare +2, Very Rare +3). This adamantite charm resembles a miniature longsword. While attached to a weapon, you have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the battery's rarity. If the weapon already gains such a bonus, like a +2 *Longsword*, you choose which bonus to use; you can't use more than one.

Die (Uncommon). This silver charm depicts a six-sided die. While attached to a weapon, it deals more potent critical hits. When you score a Critical Hit with this weapon, if you roll the highest number on any damage die, you can roll another of that die and add it to the damage. You can add a maximum of 10 dice to the attack's damage roll in this way.

Flame (Rare). This brass charm resembles a burning fire. While attached to a weapon, it deals Fire damage instead of its normal damage type. When you hit a creature or object with this weapon, it begins Burning for 1 minute. If you hit a burning target again with this weapon, the damage the burning target takes at the start of each of its turns increases by one step (d4 → d6 → d8 → d10 → d12, to a maximum of 1d12).

Ghost (Common). This crystal charm is carved into the shape of a wispy spirit. While attached to a weapon, it can affect creatures on the Ethereal Plane as if they were on the Material Plane, and vice versa.

Hook (Common). This bronze charm is shaped like a fishing hook. While attached to a weapon, if the weapon is on the same plane of existence as yourself, you can take a Bonus Action to teleport it to your hand.

Lance (Uncommon). This copper charm depicts a short lance. While attached to a weapon, once on each of your turns when you make a melee attack roll with this weapon against a creature you can see, you can lunge up to 15 feet toward your target before making the attack. This movement doesn't provoke Opportunity Attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack if you have nothing holding you aloft.

Lightning Bolt (Rare). This mithral charm depicts a wild lightning bolt. While attached to a weapon, it deals Lightning damage instead of its normal damage type and deals an extra 1d6 Lightning damage on a hit.

Mirror (Rare). This shiny platinum charm depicts an elegant hand mirror. This charm can only be attached to a weapon with the Light property. While attached, when you draw the weapon, a spectral duplicate of the weapon appears in your other hand. This spectral duplicate has identical statistics to the original weapon, including its magical effects, but doesn't include ammunition. When the attached weapon or its spectral duplicate leaves your hand, the duplicate vanishes.

Prism (Uncommon). This glass charm is a perfect triangular prism. When you attune to this weapon, choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. The weapon can deal the chosen damage type or the weapon's normal damage type (your choice).

Quiver (Uncommon). This quartz charm resembles a quiver bristling with arrows. While attached to a weapon, it ignores the Loading property. Ammunition you are carrying teleports into the weapon when needed.

Rock (Uncommon). This iron charm looks like a shiny pebble. While attached to a weapon, the weapon gains the Sap mastery property in addition to its normal mastery property. You can only use one mastery property on each attack. You can use the Sap property even if you don't have the Weapon Mastery feature, and it doesn't count against the number of weapons you can use with that feature.

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